

SHIP STATUS SHEET (Version: Star Cruiser standard)

Ship Name <input style="width: 90%;" type="text"/>	Ship Type Robust-class Destroyer	Owner Britain
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ID Number <input style="width: 40%;" type="text"/>	Movement 6	Crew Comfort 0	Crew Quality <input style="width: 40%;" type="text"/>	Targetting Computer +2	Armor 5	Screens 3	Radial Profile -1	Lateral Profile 0
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O R D N A A N D C E	15 Ritage-2 missiles	D E T E C T I O N	Radiated Signature versus Passive Sensor		Active Sensor 10	primary <input type="checkbox"/>	redundant <input type="checkbox"/>
	Lasers are UTES equippec		Masked 3	No Mask 6	Active Sensor <input type="checkbox"/>	primary <input type="checkbox"/>	redundant <input type="checkbox"/>
	Reflected Signature versus Active Sensor:		Passive Sensor 10	primary <input type="checkbox"/>	redundant <input type="checkbox"/>		
	Radial 5		Lateral 5	Passive Sensor <input type="checkbox"/>	primary <input type="checkbox"/>	redundant <input type="checkbox"/>	

D A M A G E	Hull Hits		Power Plant Hits (Once the last remaining power plant is inoperable, the ship goes to 'All Stop')					
	Minor 24	<input style="width: 40%;" type="text"/>	Plant 1	Plant 2	Plant 3			
	Major 48	<input style="width: 40%;" type="text"/>	Inoperable 12	<input style="width: 40%;" type="text"/>	Inoperable <input type="checkbox"/>	<input style="width: 40%;" type="text"/>	Inoperable <input type="checkbox"/>	<input style="width: 40%;" type="text"/>
	Destroyed 96	<input style="width: 40%;" type="text"/>	Destroyed 60	<input style="width: 40%;" type="text"/>	Destroyed <input type="checkbox"/>	<input style="width: 40%;" type="text"/>	Destroyed <input type="checkbox"/>	<input style="width: 40%;" type="text"/>

SURFACE FIXTURE HITS								TTAs, PAKS, SUBUNITS					
Turret 1	<input type="checkbox"/>	Turret 7	<input type="checkbox"/>	Turret 13	<input type="checkbox"/>	Turret 19	<input type="checkbox"/>	Turret 25	<input type="checkbox"/>	1	Communicator	<input type="checkbox"/>	<input type="checkbox"/>
x2 +1	<input type="checkbox"/>									2	Communicator	<input type="checkbox"/>	<input type="checkbox"/>
Turret 2	<input type="checkbox"/>	Turret 8	<input type="checkbox"/>	Turret 14	<input type="checkbox"/>	Turret 20	<input type="checkbox"/>	Turret 26	<input type="checkbox"/>	3	Communicator	<input type="checkbox"/>	<input type="checkbox"/>
x2 +1	<input type="checkbox"/>									4	Communicator	<input type="checkbox"/>	<input type="checkbox"/>
Turret 3	<input type="checkbox"/>	Turret 9	<input type="checkbox"/>	Turret 15	<input type="checkbox"/>	Turret 21	<input type="checkbox"/>	Turret 27	<input type="checkbox"/>	5	Communicator	<input type="checkbox"/>	<input type="checkbox"/>
x2 +1	<input type="checkbox"/>									6	Communicator	<input type="checkbox"/>	<input type="checkbox"/>
Turret 4	<input type="checkbox"/>	Turret 10	<input type="checkbox"/>	Turret 16	<input type="checkbox"/>	Turret 22	<input type="checkbox"/>	Turret 28	<input type="checkbox"/>	7	TTA	<input type="checkbox"/>	<input type="checkbox"/>
x2 +1	<input type="checkbox"/>									8	TTA	<input type="checkbox"/>	<input type="checkbox"/>
Turret 5	<input type="checkbox"/>	Turret 11	<input type="checkbox"/>	Turret 17	<input type="checkbox"/>	Turret 23	<input type="checkbox"/>	Turret 29	<input type="checkbox"/>	9		<input type="checkbox"/>	<input type="checkbox"/>
										10		<input type="checkbox"/>	<input type="checkbox"/>
Turret 6	<input type="checkbox"/>	Turret 12	<input type="checkbox"/>	Turret 18	<input type="checkbox"/>	Turret 24	<input type="checkbox"/>	Turret 30	<input type="checkbox"/>	11		<input type="checkbox"/>	<input type="checkbox"/>
										12		<input type="checkbox"/>	<input type="checkbox"/>

CRITICAL HITS	
Computer System	<input type="checkbox"/>
Life Support	<input type="checkbox"/>
Drive	<input type="checkbox"/>
Continuous	<input type="checkbox"/>
Hanger Deck 1	<input type="checkbox"/>
Hanger Deck 2	<input type="checkbox"/>
Hanger Deck 3	<input type="checkbox"/>
Hanger Deck 4	<input type="checkbox"/>
Missile Bay 1	<input type="checkbox"/>
Missile Bay 2	<input type="checkbox"/>
Missile Bay 3	<input type="checkbox"/>
Missile Bay 4	<input type="checkbox"/>
Drone Bay 1	<input type="checkbox"/>
Drone Bay 2	<input type="checkbox"/>

SHIP BRIDGE	
Captain	<input type="checkbox"/>
Navigator	<input type="checkbox"/>
Communications	<input type="checkbox"/>
Engineering	<input type="checkbox"/>
Engineering	<input type="checkbox"/>
Computer	<input type="checkbox"/>
Computer	<input type="checkbox"/>
Computer	<input type="checkbox"/>
Computer	<input type="checkbox"/>

AIR BRIDGE	
Air Command Staff	<input type="checkbox"/>
Flight Controller	<input type="checkbox"/>
Computer	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

FLAG BRIDGE	
Senior Command Staff	<input type="checkbox"/>
Communications	<input type="checkbox"/>
Computer	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

TAC	
Active Operator	<input type="checkbox"/>
Passive Operator	<input type="checkbox"/>
Fire Contro	<input type="checkbox"/>
Fire Contro	<input type="checkbox"/>
Fire Contro	<input type="checkbox"/>
Fire Contro	<input type="checkbox"/>
Remote	<input type="checkbox"/>
Remote	<input type="checkbox"/>
Remote	<input type="checkbox"/>
Remote	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAMAGE CONTROL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Created by Terry A. Kuchta, 1999
Based on a form by GDW.